# Justin Tsai

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## WORK EXPERIENCE

**Unity 3D Software Developer**                                          **Oct 2019 - Current**

*LOADED*                                                                              Irvine, CA

- Ship and maintain games that support a global user base including tens of thousands of active users.
- Implement front-end interfaces and in-game logic using Unity and C#.
- Design technical in-game systems based on designer requirements.
- Integrate third party software, services, and SDKs into games.

**Software Engineer**                                                          **May 2018 - Oct 2019**

*Cal Poly Pomona Virtual Reality Lab*                                         Pomona, CA

- Collaborated closely with clients and team members to create unique VR experiences.
- Transformed design specifications into functional prototypes.
- Coordinated plans and implemented feature functionality during team sprint meetings.
- Identified bugs and errors, and devised solutions to address and mitigate future occurrences.

**Lab Administrator**                                                          **Aug 2018 - May 2019**

*Cal Poly Pomona Virtual Reality Lab*                                         Pomona, CA

- Led and managed groups to develop Unity projects for presentation to industry sponsors.
- Mentored students and hosted workshops and code reviews to teach basic Unity development.
- Redesigned http://cppvr.org/ website, improving responsiveness and readability.

## PROJECTS

**Block ARhythm**                                                                    **July 2019**

- Designed and developed a rhythm game that can be played on PC and mobile. The player controls barriers that are used to deflect notes from hitting the center of the play area.
- Utilized RhythmTool to detect onsets from songs to generate notes that sync with the song.
- Implemented compatibility with augmented reality by using Vuforia and an image target.

**VR Combination and Permutation**                                          **Feb - May 2018**

- Collaborated in a team of three to develop a VR research project that tests the player's understanding of math concepts in an escape room environment.
- Utilized VRTK to implement environment interactions and player controls used to solve puzzles.

## EDUCATION

**California State Polytechnic University, Pomona**                              **May 2019**

*Bachelor of Science, Computer Science*                                  GPA: 3.5, Cum Laude

## SKILLS

- **Programming Languages:** Java, C# (proficient) | Python, C++ (prior experience)
- **Web Dev Tools & Frameworks:** HTML, CSS (proficient) | Javascript, React.js, Bootstrap, MySQL (prior experience)
- **Unity Dev Tools:** Unity, SteamVR, Mixed Reality Tool Kit, Vuforia, ARCore, Photon, Git, Firebase